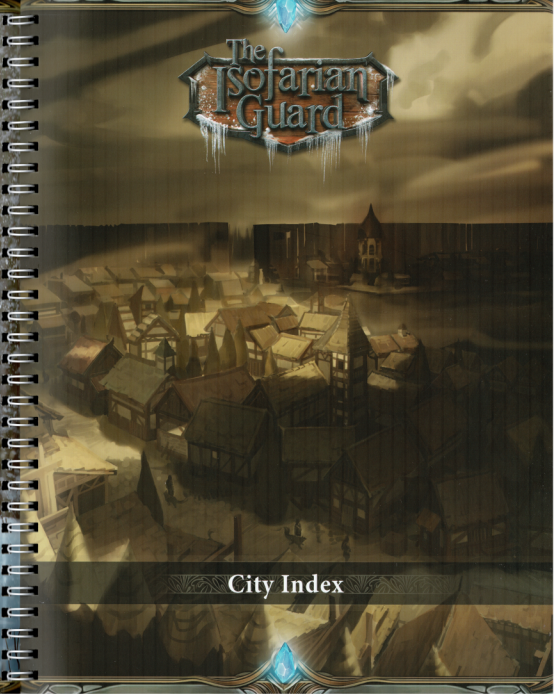

City Index

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How to use this book

This "**City Index**" book is used for referencing and tracking various information used in *The Isofarian Guard*. This index contains a listing of the various Inns, Marketplaces, and Blacksmiths found at each of the six cities across Isofar. If you would prefer to use a digital resource to reference this information, we have this information on the RulePop site below. Simply scan the QR code to be taken to the resource.

isofarian-guard.rulepop.com

City Index

There are six different cities in *The Isofarian Guard* where the Guards may visit and interact with various nodes. These cities each have their own mini-map to explore. Each city has a Inn, Marketplace, and Blacksmith. Each city also has various nodes where narrative events or side quests may occur.

This index contains a listing of each city sorted alphabetically, and details of what you'll find at each one of those locations.

Inns

Inns are marked with a Campfire sign.

After you move the Guards to a node that has an Inn you may do one of the following actions listed below:

1. Pay the Sil cost to stay at the Inn.
See page 24 in the Rulebook for more on staying at Inns.

2. Gain Prestige with the city by completing "Bounty Quests" and "Puzzle Quests" posted at the Inn.
See page 24 in the Rulebook for more on Prestige.

Bounty Quests are posted by various citizens across Isofar and provide a multitude of rewards for completing them as well as increase the Prestige level with the city. These unique quests are very challenging and feature battles against enemies that are stronger than normal enemies found throughout the narrative. Bounty Quests are unlocked at the start of Chapter 2 of each campaign. The listed rewards are obtained immediately once the "Target" enemies have been defeated in battle. The Guards do not have to return to the Inn to obtain the rewards. Each Campaign has two Bounty Quests per city.

To begin a Bounty Quest, the Guards must visit the city's Inn at least once (to view the posted quests). Select a Bounty Quest from the list at that location. Place a "Scroll Chip" on the listed location to mark that the quest has been started. In order to begin the battle associated with the quest you'll need to move the Guards to the node during the exploration phase. Once the Guards land on the node with the Scroll Chip you have the option to begin the quest or continue with the exploration phase.

Once a Bounty Quest has been completed you'll mark the square next to the quest with an "X", and remove the Scroll Chip from the map. Once completed, these quests cannot be repeated.

In the example below the Guards would battle against a 3 Star Timber Wolf in slots I and II and a 4 Star Dusk Stalker in slots III and IV. All enemies would have +2 ATK above their base stats.

Into The Wolves Den
Location: Node 1
Targets:
Timber Wolf (I) (II)
Dusk Stalker (III) (IV)

All enemies have +2 ATK above base stats.

Reward:
50 Sil
Jade (Speaking Stone)

Once the battle has been victorious you'll obtain the listed rewards, and increase the **Prestige** with that city. If you don't already have Prestige with the city you'll receive the Prestige +1 Card for that city. If you already have Prestige you'll grab the appropriate Prestige Card, either +2 or +3. The listed benefits on each Prestige Card are then active for the current Guards of the active Campaign. Prestige is obtained separately for each set of Guards at each city per campaign.

City Index - Continued

Puzzle Quests

Tenebris has found a new foothold in Isofar. A dark miasma has seeped up from deep within the earth, twisting everything it touches. Even the very laws of nature have been turned on their head as Tenebris seeks to fashion the world to suit its own purposes. You must venture into these pockets of corruption and end the threat by sealing Tenebris away, but you will need all of your bravery and guile to do so, for Tenebris is a cunning enemy indeed. As you clear away each pocket of Tenebris, you will earn the respect and gratefulness of the local citizenry. The prestige you earn will open up new benefits, making your quest to save Isofar a little easier.

Puzzle Quests are posted at each Inn and are unlocked at the same time as Prestige at the start of Chapter 2 of each campaign. Completing Puzzle Quests raises the Prestige level with the city. These quests use grid based maps listed in this index, and you'll slide various chips on each grid to solve various objectives. Each Puzzle Quest has objectives listed and keywords to describe how chips work in each puzzle.

To begin a Puzzle Quest, the Guards must visit the city's Inn at least once (to view the posted quests). There is only one Puzzle Quest per Campaign posted at each city's Inn (for a total of 6 Puzzle Quests per Campaign). Place a "Scroll Chip" on the listed location to mark that the quest has been started.

In order to begin the Puzzle Quest you'll need to move the Guards to the node during the exploration phase. Once the Guards land on the node with the Scroll Chip you have the option to begin the quest or continue with the exploration phase.

You may have two quests that use the Scroll Chip active at any one time, and may stop an active quest to begin another at any time.

Puzzle Quest General Rules

1. Sliding Puzzles begin with the appropriate chips laid out on the tile set of each Map. Each Puzzle will show the needed chips and their placement on the Map for the start of the quest. If chips are required for the puzzle that are currently in a Guard's bag, remove the chips, and record what was removed so the chips can be returned to the chip bag when the puzzle is completed.

2. If playing co-op, players may take turns activating Guard Bust Chips.

3. If at any point a failure condition is met, as described in the puzzle, the puzzle is failed. Players must reset the puzzle back to its original state to try again.

4. If at any point the puzzle-specific success condition is met, the puzzle is considered complete.

Puzzle Terminology

Activate: Choose a Guard Bust Chip and one of the 4 cardinal directions. The chosen Guard Bust Chip will move in that direction until they would enter a tile containing a chip that cannot be moved through, or would move off of the Map, whichever comes first.

Activated Chip: A chip that is currently moving across the Map after being Activated.

Map: The starting layout of a puzzle. Each Map has a grid of 60 tiles (spaces) that chips will be placed on and move across. The maps used for Puzzle Quests can be found starting on page 163 of the Quests Book.

Turn: A Turn consists of a single Guard Bust Chip being Activated and ends when there are no more Activated Chips. Guard Bust Chips can be Activated in any order, and the same Guard Bust Chip can be Activated multiple times consecutively. Puzzle Quests have to be completed within a certain number of Turns to be completed successfully.

City Index - Continued

Puzzle Quest Chip Keywords

Each Puzzle Quest will list the chips used in that puzzle, and an associated keyword for how that chip operates in the puzzle. You can find the definitions of those keywords below.

Fatal: If a Guard Bust Chip would enter a tile containing this chip, the puzzle is failed.

Impassable: This chip cannot be moved through. If an Activated Chip would enter a tile containing an Impassable chip, the Activated Chip instead ends its movement at the last tile it successfully moved into.

Mutable: This chip has special properties that are specific to the puzzle. Those properties will be listed in that puzzle's setup and description.

Shovable: This chip cannot be moved through. If an Activated Chip would enter a tile containing a Shovable chip, the Activated Chip instead ends its movement at the last tile it successfully moved into. The Shovable Chip then becomes Activated, moving in the same direction the original chip was moving in.

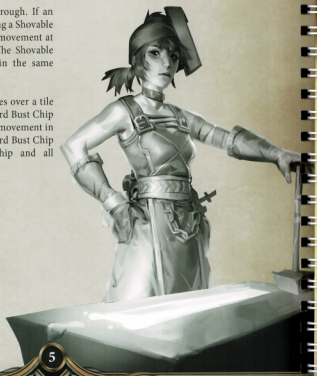
Stackable: When a Guard Bust Chip moves over a tile containing a Stackable chip, place the Guard Bust Chip on top of the Stackable chip and continue movement in the original direction. Whenever that Guard Bust Chip is Activated, both the Guard Bust Chip and all Stackable chips move as one.

Marketplaces

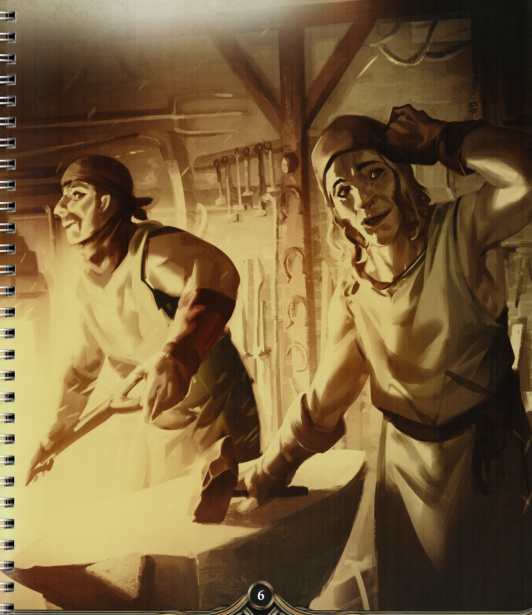
Marketplaces are marked with a Potion sign. When the Guards land on a Marketplace node you may choose to "Buy" or "Sell" various materials that can benefit the Guards on their journey across Isofar. These materials may include food items that can heal the Guards, or grant bonuses in battle. You'll also find "Enemy Drops" which are materials that are required to craft equipment at Blacksmiths. See page 25 in the rulebook for more on Marketplaces.

Blacksmiths

Blacksmiths are marked with an Anvil sign. When the Guards land on a Blacksmith node you may choose to "Craft" or "Sell" various equipment. See page 26 in the rulebook for more on Blacksmiths.



Mir



Mir: Blacksmith

Guard's Tunic

Materials	Qty.	×2
Rough Leather	4	2
Metal Fragments	2	1

Craft	Sell
10	5

Bonuses

Horned Cuirass

Materials	Qty.	×2
Claw	2	1
Horn	2	1
Reinforced Tunic	1	1
Silver Ore	2	1

Craft	Sell
36	18

Bonuses

Wanderer of the Fields

Materials	Qty.	×2
Agate Ore	4	2
Carapace	4	2
Crystal Ore	2	1
Reinforced Tunic	1	1

Craft	Sell
77	38

Bonuses

Woven Spine Armor

Materials	Qty.	×2
Bone Fragments	4	2
Rough Leather	2	1
Spines	4	2

Craft	Sell
25	15

Bonuses

Mir: Blacksmith

Hunter's Spear

Materials	Qty.	×2
Guard's Spear	1	1
Iron Ore	4	2
Pine	4	2

Craft	Sell
20	10

Bonuses

Argent Blade

Materials	Qty.	×2
Horn	2	1
Iron Ore	2	1
Silver Ore	4	2

Craft	Sell
40	20

Bonuses

Golden Scythe

Materials	Qty.	×2
Agate Ore	2	1
Autumn Blaze	4	2
Gold Ore	4	2

Craft	Sell
46	23

Bonuses

Alloy Driver

Materials	Qty.	×2
Autumn Blaze	4	2
Gold Ore	4	2
Horn	2	1
Silver Ore	4	2

Craft	Sell
34	17

Bonuses

Traveling Boots

Materials	Qty.	×2
Iron Ore	1	1
Rough Leather	2	1

Craft	Sell
8	4

Bonuses

During the exploration phase you may redraw a chip once per node.

Leather Gauntlets

Materials	Qty.	×2
Claw	2	1
Rough Leather	4	2

Craft	Sell
14	7

Bonuses

At the start of battle, add 1 to Guard's bag.

Mir: The Clayhorn

Stay at The Clayhorn for:

15 Sil

Bounty Quests:

Campaign 1

A Feud between Guilds
Location: Node 76
Targets:
- Broken Plough Soldier (I)
- Golden Scythe Soldier (II)

All enemies have +2 ATK, and +5 HP above base stats.

Reward:
2x Purifying Seed
2x Ruinous Seed

Stone Idols
Location: Node 14
Targets:
- Stone Guardian (I) (II)

All enemies have +2 ATK, +1 DEF, and +6 HP above base stats.

Reward:
1x Barrier Tonic (Item)
1x Ancient Roots (Speaking Stone)

Campaign 2

Lurking in the Shadows
Location: Node 30
Targets:
- Dusk Stalker (I) (II)

All enemies have +2 ATK above base stats.

Reward:
20 Sil
2x Clayhorn Steak (Item)

Order of the Poison Hearts
Location: Node 17
Targets:
- Tumani Hunter (I)
- Seer's Assassin (II)
- Tumani Mender (III)
- Brigand Chief (IV)

All enemies have +1 DEF, and +10 HP above base stats.

Reward:
1x Bottled Courage (Item)
1x Ancient Roots (Speaking Stone)

Mir: The Clayhorn

Bounty Quests:

Campaign 3

Great Beasts
Location: Node 25
Targets:
- Clayhorn (I)
- Mountain Bear (II)
- Drakondor (III)

All enemies have +2 ATK, and +10 HP above base stats.

Reward:
2x Ruinous Seed (Item)
2x Coastal Bluecaps (Item)

Greater Beasts
Location: Node 2
Targets:
- Tenebris Clayhorn (I)
- Tenebris Colossus (II)
- Tenebris Drakondor (III)

All enemies have +3 ATK, and +10 HP above base stats.

Reward:
2x Aged Drink (Item)
1x Ancient Roots (Speaking Stone)

Campaign 4

Mine's Deep
Location: Node 88
Targets:
- Mountain Bear (I)
- Cave Stalker (III)
- Armored Zhuk (IV)

All enemies have +1 ATK, +1 DEF, and +10 HP above base stats.

Reward:
30 Sil
1x Aquamarine (Speaking Stone)

Ancient Stones
Location: Node 13
Targets:
- Stone Guardian (I)
- Tumani Hunter (III)

All enemies have +2 ATK, and +10 HP above base stats.

Reward:
1x Bottled Courage (Item)
1x Ancient Roots (Speaking Stone)

Mir: The Clayhorn

Puzzle Quests:

Campaign 1

The Guild's Dilemma
Location: Node 83
Victory Condition: Remove all **Fear Chips** from the Wild Plains in 24 turns or less.
Map: Wild Plains
Chips Needed: 3 Fear Chips, 3 Strengthen Chips, 6 Shield Chips, Grigory Bust Chip, and Alek Bust Chip.

Key:

Fear Chip: **Fatal**. If a Guard Bust Chip would enter a tile occupied by this chip without a Strengthen Chip, the puzzle is failed.

Strengthen Chip: **Mutable/Stackable**. If a Strengthen Chip would enter a tile occupied by a Fear Chip both are removed from the puzzle, and the Guard Bust Chip would continue to move until movement is stopped.

Shield Chip: **Impassable**.

Guard Bust Chips: **Impassable**.

Campaign 2

On Thin Ice
Location: Frozen Wastes: Reka Glacier
Victory Condition: Obtain the medicine (**Heart Chip**), and have both Guards return to starting tiles in 22 turns or less.
Map: Frozen Lake
Chips Needed: 6 Freeze Chips, 1 Heart Chip, 6 Fear Chips, 6 Shield Chips, Catherine Bust Chip, and Yury Bust Chip.

Key:

Freeze Chip: **Mutable**. If a Guard Bust Chip moves off of this tile, it is replaced with a Fear Chip (Fatal).

Heart Chip: **Stackable**. If a Guard Bust Chip moves into the tile with this chip, and ends their turn the puzzle is completed.

Fear Chip: **Fatal**. If a Guard Bust Chip would enter a tile occupied by this chip, the puzzle is failed.

Shield Chip: **Impassable**.

Guard Bust Chips: **Impassable**.

Mir: The Clayhorn

Puzzle Quests:

Campaign 3

Shadows in the Wood
Location: Node 45
Victory Condition: Remove all **Fear Chips** from the Deep Forest in 27 turns or less.
Map: Deep Forest
Chips Needed: 4 Fear Chips, 4 Strengthen Chips, 7 Shield Chips, Kharzin Bust Chip, and Vera Bust Chip.

Key:

Fear Chip: **Fatal**. If a Guard Bust Chip would enter a tile occupied by this chip without a Strengthen Chip, the puzzle is failed.

Strengthen Chip: **Mutable/Stackable**. If a Strengthen Chip would enter a tile occupied by a Fear Chip both are removed from the puzzle, and the Guard Bust Chip would continue to move until movement is stopped.

Shield Chip: **Impassable**.

Guard Bust Chips: **Impassable**.

Campaign 4

The Rampaging Clayhorn
Location: Node 58
Victory Condition: Trap the Clayhorn (Fear Chip) in a corner between Green Shield Chips in 24 turns or less. The Clayhorn must not be able to move to be trapped.
Map: Wild Plains
Chips Needed: 1 Fear Chip, 2 Green Shield Chips, 3 Black Shield Chips, Pavel Bust Chip, and Yana Bust Chip.

Key:

Fear Chip: **Mutable/Fatal**. If a Guard Bust Chip would enter a tile occupied by this chip, or vice-versa, the puzzle is failed. The Fear Chip represents a rampaging Clayhorn. It will always move in a clockwise direction along the edge of the map **after** you Activate a Guard Bust Chip. If it is stopped by a Green Shield Chip it will move in the opposite direction on its next Activation (always moving along the edge of the map).

Green Shield Chip: **Mutable/Shovable**. This chip cannot be moved through. Green Shield Chips cannot be shoved by the Clayhorn (Fear Chip).

Shield Chip: **Impassable**.

Guard Bust Chips: **Impassable**.

Mir: Market Square

Health Potion

Buy	Sell
5	2

Effect

Heal 5 ♥.

Mir Bread

Buy	Sell
5	2

Effect

Heal 3 ♥ and gain 3 🛡.

Golden Potato

Buy	Sell
5	2

Effect

Add 2 to bag.

Metal Fragments

Buy	Sell
N/A	10

Effect

Used in crafting.

Bone Fragments

Buy	Sell
8	4

Effect

Used in crafting.

Rough Leather

Buy	Sell
16	8

Effect

Used in crafting.

Razdor: Blacksmith

Razdor: Blacksmith

Reinforced Tunic

Materials	Qty.
Guard's Tunic	1
Iron Ore	2
Metal Fragments	4
Rough Leather	2

Craft	Sell
20	15

Bonuses

Guild Cuirass

Materials	Qty.
Iron Ore	2
Rough Leather	2
Spines	2
Scales	2

Craft	Sell
56	28

Bonuses

Zephyr's Tunic

Materials	Qty.
Crystal Ore	2
Feathers	4
Rough Leather	4

Craft	Sell
68	34

Bonuses

Volk Blade

Materials	Qty.
Captain's Blade	1
Iron Ore	2
Pine	4

Craft	Sell
15	8

Bonuses

Alloy Short Sword

Materials	Qty.
Iron Short Sword	1
Metal Fragments	2
Pine	2

Craft	Sell
12	6

Bonuses

Razdor: Blacksmith

Falmundian Bow

Materials	Qty.
Long Bow	1
Ash	4
Iron Ore	2

Craft	Sell
12	6

Bonuses

Euphonic Edge

Materials	Qty.
Gold Ore	2
Scales	2
Silver Ore	4

Craft	Sell
36	18

Bonuses

Rosewind Staff

Materials	Qty.
Autumn Blaze	2
Jade	1
Silver Ore	2
Scales	4

Craft	Sell
40	20

Bonuses

Radiance

Materials	Qty.
Carapace	4
Dogwood	2
Gold Ore	4
Silver Ore	4

Craft	Sell
48	24

Bonuses

Sky Splitter

Materials	Qty.
Agate Ore	2
Carapace	3

Craft	Sell
40	20

Bonuses

Concealing Cloak

Buy	Sell
20	10

Bonuses

While equipped, add 1 Evasion Chip to the event bag. Chip acts as another Compass Chip if drawn.

Razdor: The Lookout Inn

Stay at The Lookout Inn for:

20 Sil

Bounty Quests:

Campaign 1

Two Arms and a Hand
Location: Razdor: Guild District
Targets:
- Seer Zealot (I) (II)
- Hand of Uvidet (III)

All enemies have +1 ATK, +1 DEF above base stats.

Reward:
20 Sil
1x Ancient Roots (Speaking Stone)

Widow Maker
Location: Node 88
Targets:
- Cave Stalker (I)

All enemies have +2 ATK, +1 DEF, and +10 HP above base stats.

Reward:
2x Midnight Hydrangea (Item)
1x Garnet (Speaking Stone)

Campaign 2

Expecting You
Location: Razdor: Slums
Targets:
- Seer Zealot (I) (II)
- Hand of Uvidet (III)
- Eye of Uvidet (IV)

This battle is an Ambush, and all enemies have +1 ATK above base stats.

Reward:
1x Adamant (Speaking Stone)

Barinov no more
Location: Node 14
Targets:
- Tenebris Hunter (I)

Tenebris Hunter has +2 ATK, +1 DEF, and +14 HP over base stats.

Reward:
2x Midnight Hydrangea (Item)
1x Aquamarine (Speaking Stone)

Razdor: The Lookout Inn

Bounty Quests:

Campaign 3

A Temple's Treasures
Location: Skryvat Temple
Targets:
- Waste Prowler (I)
- Tenebris Hunter (III)

All enemies have +1 ATK, and +12 HP above base stats.

Reward:
2x Midnight Hydrangea (Item)
1x Garnet (Speaking Stone)

Beast from the depths
Location: Node 82
Targets:
- Volkrok (I)

All enemies have +2 ATK, +1 DEF, and +10 HP above base stats.

Reward:
2x Amethyst Trout (Item)
1x Aquamarine (Speaking Stone)

Campaign 4

It Just Won't Die!
Location: Node 63
Targets:
- Tenebris Colossus (I)

All enemies have +2 ATK, and +12 HP above base stats.

Reward:
1x Bear Tunic (Armor)
2x Coastal Bluecaps (Item)

Tenebris Elite Guard
Location: Node 62
Targets:
- Tenebris Guard (I) (II)

All enemies have +2 ATK, +1 AP, and +6 HP above base stats.

Reward:
2x Purifying Seed
1x Adamant (Speaking Stone)

Razdor: The Lookout Inn

Puzzle Quests:

Campaign 1

Invisible Forces
Location: Node 98
Victory Condition: Remove all **Fear Chips** from the Deep Forest in 12 turns or less.
Map: Deep Forest
Chips Needed: 2 Fear Chips, 2 Strengthen Chips, 5 Upkeep Chips, 7 Shield Chips, Grigory Bust Chip, and Alek Bust Chip.

Key:

Fear Chip: **Fatal**. If a Guard Bust Chip would enter a tile occupied by this chip, the puzzle is failed.

Strengthen Chip: **Mutable/Stackable**. If a Strengthen Chip would enter a tile occupied by a Fear Chip both are removed from the puzzle, and the Guard Bust Chip would continue to move until movement is stopped.

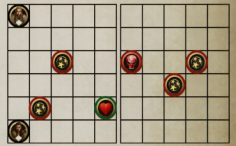
Upkeep Chip: **Mutable**. If a Guard Bust Chip enters a tile containing an Upkeep Chip, the Guard Bust Chip will immediately change direction and continue moving in the direction the arrow is pointing. Once a Guard Bust Chip moves off of a tile containing an Upkeep Chip, the Upkeep Chip will rotate one cardinal direction, clockwise.

Shield Chip: **Impassable**.

Guard Bust Chips: **Impassable**.

Campaign 2

In Need of Medicine
Location: Razdor: Guild District
Victory Condition: Obtain the medicine (**Heart Chip**), and have the Guard Bust Chip with Stacked Heart Chip end turn on Fear Chip in 30 turns or less.
Map: City Street
Chips Needed: 4 Stun Chips, 1 Heart Chip, 12 Shield Chips (10 Black, 2 Green), Catherine Bust Chip, and Yury Bust Chip.



Key:

Stun Chip: **Mutable**. If a Guard Bust Chip enters a tile occupied by this chip, the Guard Bust Chip stops its movement and the Stun Chip is removed from the puzzle. Shield Chips are then added to the puzzle and 'shoot' in every cardinal direction until their movement is stopped by any chip. Shield Chips do not 'shoot' in a direction already occupied by a chip, including the direction from which the Guard Bust Chip moved into the tile.

Heart Chip: **Mutable/Stackable**. If a Guard Bust Chip moves into a tile with this chip, the Guard Bust Chip is Stacked on top of the Heart Chip and both chips continue to move until movement is stopped.

Shield Chips: **Impassable**.

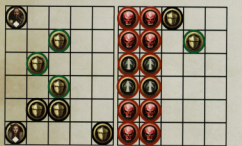
Guard Bust Chips: **Impassable**.

Razdor: The Lookout Inn

Puzzle Quests:

Campaign 3

Bridge Over Troubled Waters
Location: Node 27
Victory Condition: Remove all **Upkeep Chips** from the Frozen Lake in 35 turns or less.
Map: Frozen Lake
Chips Needed: 8 Fear Chips, 4 Upkeep Chips, 4 Green Shield Chips, 4 Black Shield Chips, Kharzin Bust Chip, and Vera Bust Chip.



Key:

Fear & Upkeep Chips: **Fatal**. If a Guard Bust Chip would enter a tile occupied by either chip, the puzzle is failed.

Green Shield Chip: **Mutable/Shovable**. This chip cannot be moved through. Green Shield Chips can be Activated/Shoved by Guard Bust Chips. If a Green Shield Chip would enter a tile occupied by a Upkeep Chip both are removed from the puzzle.

Shield Chip: **Impassable**.

Guard Bust Chips: **Impassable**.

Campaign 4

Thalassophobia
Location: Node 21
Victory Condition: Remove all **Fear Chips** from the Frozen Lake in 15 turns or less.
Map: Frozen Lake
Chips Needed: 6 Fear Chips, 6 Green Sword Chips, 4 Corruption Chips, Pavel Bust Chip, and Yana Bust Chip.

Key:

Fear Chip: **Fatal**. If a Guard Bust Chip would enter a tile occupied by this chip, the puzzle is failed.

Green Sword Chip: **Mutable/Shovable**. If a Green Sword Chip would enter a tile occupied by a Fear Chip both are removed from the puzzle.

Corruption Chip: **Mutable.** If a Guard Bust Chip would enter a tile occupied by a Corruption Chip, the Guard Bust Chip moves to any other Corruption Chip and immediately ends their turn. If a Green Sword Chip would enter a tile occupied by a Corruption Chip, the Green Sword Chip moves to any other Corruption Chip and continues movement in the same direction.

Guard Bust Chips: **Impassable**.

Razdor: Market

Health Potion

Buy	Sell
5	2

Effect

Heal 5 ♥.

Clayhorn Steak

Buy	Sell
5	2

Effect

Add 2 to bag.

Wolf Pelt

Buy	Sell
16 8	8

Effect

Used in crafting.

Claw

Buy	Sell
16 8	8

Effect

Used in crafting.

Horn

Buy	Sell
N/A	20

Effect

Used in crafting.

Spines

Buy	Sell
N/A	20

Effect

Used in crafting.

Ryba: Blacksmith

Ryba: Blacksmith

Reinforced Tunic

Materials	Qty.
Guard's Tunic	1
Iron Ore	2
Metal Fragments	4
Rough Leather	2

Craft	Sell
15	10

Bonuses

Adventurer's Garb

Materials	Qty.
Crystal Ore	2
Rough Leather	2
Silver	2
Bone Fragments	2

Craft	Sell
42	21

Bonuses

Journey Attire

Materials	Qty.
Crystal Ore	2
Rough Leather	2
Silver	2
Bone Fragments	2

Craft	Sell
42	21

Bonuses

Horned Cuirass

Materials	Qty.
Claw	2
Horn	4
Reinforced Tunic	1
Silver Ore	2

Craft	Sell
48	24

Bonuses

Ryba: Blacksmith

Alloy Hand Axes

Materials	Qty.
Iron Hand Axes	1
Ash	4
Silver Ore	2

Craft	Sell
12	6

Bonuses

Alloy Short Sword

Materials	Qty.
Iron Short Sword	1
Metal Fragments	2
Pine	2

Craft	Sell
12	6

Bonuses

Reckoning Tides

Materials	Qty.
Agate Ore	4
Dogwood	2
Tenebris Shards	2

Craft	Sell
48	24

Bonuses

Ryban Glaive

Materials	Qty.
Agate Ore	2
Carapace	2
Cedar	2
Tenebris Shards	4

Craft	Sell
48	24

Bonuses

Wolf Tooth Ring

Materials	Qty.
Metal Fragments	2
Silver Ore	2

Craft	Sell
8	4

Bonuses

Negate 2 red chips per battle.

Scale Shield

Materials	Qty.
Iron Ore	4
Scales	2
Silver Ore	2

Craft	Sell
36	18

Bonuses

At the start of battle, add 3 to Guard's bag.

Ryba: Tradewinds

Stay at Tradewinds for:

20 Sil

Bounty Quests:

Campaign 1

Falmundian Detachment
Location: Node 103
Targets:
- Stonehunter (I)
- Corrupted Soldier (II)

All enemies have +1 ATK, and +10 HP above base stats.

Reward:
20 Sil
1x Garnet (Speaking Stone)

Breaking through the ice
Location: Frozen Wastes: Ice Fields
Targets:
- Glacial Worm (I)

All enemies have +2 ATK, and +2 DEF above base stats.

Reward:
2x Coastal Bluecaps (Item)
2x Aged Drink (Item)
1x Aventurine (Speaking Stone)

Campaign 2

The Vipers
Location: Ryba: Warehouse District
Targets:
- Seer Zealot (I)
- Seer's Assassin (III)

All enemies have +1 AP, and +10 HP above base stats.

Reward:
2x Purifying Seed (Item)
1x Garnet (Speaking Stone)

Discord on the beach
Location: Node 1
Targets:
- Corrupted Lobster (I)

All enemies have +10 HP above base stats.

Reward:
1x Red Scale Armor (Armor)

Ryba: Tradewinds

Bounty Quests:

Campaign 3

Brigand's Hideout
Location: Node 28
Targets:
- Brigand Marauder (I) (II)
- Brigand Archer (III)
- Corrupted Brigand (IV)

All enemies have +2 ATK, and +10 HP above base stats.

Reward:
40 Sil
1x Hunter's Spear (Weapon)

Raiding Party
Location: Node 41
Targets:
- Tumani Raider (I) (II)
- Tumani Hunter (III) (IV)

All enemies have +1 ATK, and +1 AP above base stats.

Reward:
2x Clayhorn Steak (Item)
1x Ancient Roots (Speaking Stone)

Campaign 4

Dug Too Deep
Location: Node 24
Targets:
- Armored Zhuk (I)
- Cave Stalker (III)

All enemies have +2 ATK, and +1 AP above base stats.

Reward:
2x Coastal Bluecaps (Item)
1x Adamant (Speaking Stone)

Atop the great mountain
Location: Frozen Wastes: Mount Nebesa
Targets:
- Tenebris Drakondor (I)

All enemies have +2 ATK, and +2 DEF above base stats.

Reward:
50 Sil
1x Ancient Roots (Speaking Stone)

Ryba: Tradewinds

Puzzle Quests:

Campaign 1

Temple Cleansing
Location: Ryba: Seer's Temple
Victory Condition: Remove all **Corruption Chips** from the Temple in 23 turns or less.
Map: Temple
Chips Needed: 3 Corruption Chips, 3 Seal Chips, 6 Shield Chips, Grigory Bust Chip, and Alek Bust Chip.

Key:

Corruption Chip: **Mutable/Fatal**. If a Guard Bust Chip would enter a tile occupied by this chip, the puzzle is failed.

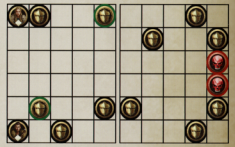
Seal Chip: **Shovable**. If a Seal Chip would enter a tile occupied by a Corruption Chip both are removed from the puzzle.

Shield Chip: **Impassable**.

Guard Bust Chips: **Impassable**.

Campaign 2

King of the Hill
Location: Node 63
Victory Condition: Shove a Green Shield Chip into one of the Fear chips to destroy the Ballista in 28 turns or less.
Map: Wild Plains
Chips Needed: 2 Fear Chips, 1 Aggro Chip, 2 Green Shield Chips, 9 Black Shield Chips, Catherine Bust Chip, and Yury Bust Chip.



Key:

Fear Chip: **Fatal**. If a Guard Bust Chip would enter a tile occupied by this chip, the puzzle is failed. The Fear Chips represent a Ballista firing at the Guards.

Aggro Chip: **Mutable/Fatal**. If at any point, a Guard Bust Chip shares the same tile with an Aggro Chip, the puzzle is failed. After a Guard Bust Chip moves, move the Aggro Chip to the last tile the Guard Bust Chip moved through that had an unobstructed straight path to the Fear Chip in that row.

Green Shield Chip: **Mutable/Shovable**. This chip cannot be moved through.

Shield Chip: **Impassable**.

Guard Bust Chips: **Impassable**.

Ryba: Tradewinds

Puzzle Quests:

Campaign 3

Equilibrium
Location: Node 41
Victory Condition: Remove all **Strengthen and Bolster Chips** from the Deep Forest in 25 turns or less.
Map: Deep Forest
Chips Needed: 1 Fear Chip, 4 Strengthen Chips, 4 Bolster Chips, 4 Shield Chips, Kharzin Bust Chip, and Vera Bust Chip.

Key:

Fear Chip: **Fatal**. If a Guard Bust Chip would enter a tile occupied by this chip, the puzzle is failed.

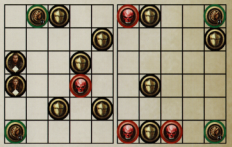
Strengthen & Bolster Chips: **Mutable/Shovable**. If either of these chips would enter a tile occupied by the other chip, both chips are removed from the puzzle. If either of these chips would enter a tile occupied by a Fear Chip, the puzzle is failed.

Shield Chip: **Impassable**.

Guard Bust Chips: **Impassable**.

Campaign 4

Street Sweeper
Location: Ryba: The Narrows
Victory Condition: Remove all **Fear Chips** from the City Street in 22 turns or less.
Map: City Street
Chips Needed: 4 Fear Chips, 4 Strengthen Chips, 9 Shield Chips, Pavel Bust Chip, and Yana Bust Chip.



Key:

Fear Chip: **Fatal**. If a Guard Bust Chip would enter a tile occupied by this chip without a Strengthen Chip, the puzzle is failed.

Strengthen Chip: **Mutable/Stackable**. If a Guard Bust Chip moves into a tile with this chip, the Guard Bust Chip is Stacked on top of the Strengthen Chip and both chips continue to move until movement is stopped. If a Strengthen Chip would enter a tile occupied by a Fear Chip both are removed from the puzzle, and the Guard Bust Chip would continue to move until movement is stopped.

Shield Chip: **Impassable**.

Guard Bust Chips: **Impassable**.

Ryba: Fish Market

Health Potion

Buy	Sell
5	2

Effect

Heal 5 ♥.

Ryba Blue Fins

Buy	Sell
10	5

Effect

Heal 7 ♥.

Dusk Tuna

Buy	2	Sell
15	10	10

Effect

Heal 3 ♥ and draw 3 chips.

Emerald Koi

Buy	2	Sell
20	10	10

Effect

Heal 3 ♥ and gain 1 .

Foxtail Carp

Buy	2	Sell
20	10	10

Effect

Heal 3 ♥ and remove up to 2 red chips from bag.

Amethyst Trout

Buy	2	Sell
25	15	10

Effect

Heal 5 ♥ and draw 2 purple chips from bag.

Silny: Blacksmith

Silny: Blacksmith

Wolf Head Tunic

Materials	Qty.
Wolf Pelt	2 1

Craft	Sell
10	5

Bonuses

At the start of battle, add 1 Bolster chip to Guard's bag.

Reinforced Tunic

Materials	Qty.
Guard's Tunic	1 1
Iron Ore	2 1
Metal Fragments	4 2
Rough Leather	2 1

Craft	Sell
20	10

Bonuses

Bear Tunic

Materials	Qty.
Bear Pelt	2 1
Reinforced Tunic	1 1

Craft	Sell
30	15

Bonuses

Hunter's Tunic

Materials	Qty.
Animal Hide	2 1
Bear Pelt	2 1
Carapace	2 1
Reinforced Tunic	1 1

Craft	Sell
65	33

Bonuses

Smoke Bomb

Materials	Qty.
Iron Ore	2 1
Metal Fragments	1 1

Craft	Sell
8	4

Effect

Both Guards gain 2 Evasion Chips.

Tent

Materials	Qty.
Rosewood	2 1
Animal Hide	1 1

Craft	Sell
10	5

Effect

Create a checkpoint at current node, heal both Guards by 10 , and refresh all .

Silny: Blacksmith

Volk Blade

Materials	Qty.
Captain's Blade	1 1
Iron Ore	2 1
Pine	4 2

Craft	Sell
15	8

Bonuses

Alloy Short Sword

Materials	Qty.
Iron Short Sword	1 1
Metal Fragments	2 1
Pine	2 1

Craft	Sell
12	6

Bonuses

Cerulean Staff

Materials	Qty.
Aquamarine	1 0
Pine	4 2

Craft	Sell
20	10

Bonuses

Ornate Cleavers

Materials	Qty.
Autumn Blaze	4 2
Horn	2 1
Iron Ore	2 1
Silver Ore	2 1

Craft	Sell
34	17

Bonuses

Wolf Tooth Ring

Materials	Qty.
Metal Fragments	2 1
Silver Ore	2 1

Craft	Sell
8	4

Bonuses

Negate 2 red chips per battle.

Nomad's Trap

Materials	Qty.
Iron Ore	4 2
Metal Fragments	2 1
Silver Ore	4 2

Craft	Sell
10	5

Bonuses

After an enemy attacks that enemy exhausts 1 .

Silny: Raven's Beak Inn

Stay at the Raven's Beak for:

15 Sil

Bounty Quests:

Campaign 1

Into the Wolves Den
Location: Node 1
Targets:
- Timber Wolf (I) (II)
- Dusk Stalker (III) (IV)

All enemies have +2 ATK above base stats.

Reward:
25 Sil
1x Jade (Speaking Stone)

The Militia's Request
Location: Node 98
Targets:
- Brigand Marauder (I) (II)
- Corrupted Brigand (III)
- Brigand Chief (IV)

All enemies have +2 ATK, and +1 DEF above base stats.

Reward:
1x Raven's Beak Flask (Item)
1x Aquamarine (Speaking Stone)

Campaign 2

A Farmer's Dilemma
Location: Node 77
Targets:
- Tenebris Colossus (I)
- Tenebris Clayhorn (II)
- Tenebris Strider (III)

All enemies have +3 ATK above base stats.

Reward:
30 Sil
2x Mir Bread (Item)

Trouble at the Docks
Location: Node 21
Targets:
- Corrupted Brigand (I)
- Tumani Raider (III) (IV)

All enemies have +2 ATK, and +1 DEF above base stats.

Reward:
2x Aged Drink (Item)
1x Adamant (Speaking Stone)

Silny: Raven's Beak Inn

Bounty Quests:

Campaign 3

Enemy Reinforcements
Location: Node 28
Targets:
- Stonehunter (I)
- Falmund Scout (III)
- Brigand Archer (IV)

This battle is an Ambush, and all enemies have +1 ATK above base stats.

Reward:
25 Sil
1x Wolf Tooth Ring (Accessory)

Shadow over the Forest
Location: Node 41
Targets:
- Seer Zealot (I) (II)
- Drakondor (III)

All enemies have +2 ATK, and +1 DEF above base stats.

Reward:
2x Purifying Seed (Item)
1x Adamant (Speaking Stone)

Campaign 4

Old Foes
Location: Silny: Rynok Square
Targets:
- Kingsguard (I)
- Seer's Assassin (III)

All enemies have +2 ATK above base stats.

Reward:
1x Leather Gauntlets (Accessory)
2x Aged Drink (Item)

Crossing Borders
Location: Node 37
Targets:
- Corrupted Fylakes (I)
- Disruptor (III)

All enemies have +1 ATK, and +1 DEF above base stats.

Reward:
2x Midnight Hydrangea (Item)
1x Garnet (Speaking Stone)

Silny: Raven's Beak Inn

Puzzle Quests:

Campaign 1

Not Your Normal Bandits
Location: Silny: Tower District
Victory Condition: Remove all **Corruption Chips** from the City Street in 11 turns or less.
Map: City Street
Chips Needed: 3 Corruption Chips, 5 Green Sword Chips, 7 Shield Chips, Grigory Bust Chip, and Alek Bust Chip.

Key:

Corruption Chip: **Mutable/Fatal**. If a Guard Bust Chip would enter a tile occupied by this chip, the puzzle is failed.

Green Sword Chip: **Mutable/Shovable**. If a Green Sword Chip would enter a tile occupied by a Corruption Chip both are removed from the puzzle. If an Activated Green Sword Chip would enter a tile containing an Impassible chip, the Green Sword Chip instead ends its movement at the last tile it successfully moved into and then 'breaks' and is removed from the puzzle.

Shield Chip: **Impassable**.

Guard Bust Chips: **Impassable**.

Campaign 2

Rescue in the Wilderness
Location: Node 25
Victory Condition: Rescue the townsperson (**Heart Chip**), in 28 turns or less.
Map: Deep Forest
Chips Needed: 3 Fear Chips, 5 Upkeep Chips, 1 Heart Chip, 7 Shield Chips, Catherine Bust Chip, and Yury Bust Chip.

Key:

Fear Chip: **Fatal.** If a Guard Bust Chip would enter a tile occupied by this chip, the puzzle is failed.

Heart Chip: **Stackable**. If a Guard Bust Chip moves into the tile with this chip, and ends their turn the puzzle is completed.

Upkeep Chip: **Mutable**. If a Guard Bust Chip enters a tile containing an Upkeep Chip, the Guard Bust Chip will immediately change direction and continue moving in the direction the arrow is pointing. Once a Guard Bust Chip moves off of a tile containing an Upkeep Chip, the Upkeep Chip will rotate one cardinal direction, clockwise.

Shield Chip: **Impassable**.

Guard Bust Chips: **Impassable**.

Silny: Raven's Beak Inn

Puzzle Quests:

Campaign 3

The Cake is a Lie
Location: Silny: Seer's Tower
Victory Condition: Have both Guards end their turn on a Heart Chip in 25 turns or less.
Map: Temple
Chips Needed: 8 Fear Chips, 2 Corruption Chips, 5 Green Shield Chips, 2 Heart Chips, 3 Black Shield Chips, Kharzin Bust Chip, and Vera Bust Chip.

Key:

Fear Chip: **Fatal**. If a Guard Bust Chip would enter a tile occupied by this chip, the puzzle is failed.

Corruption Chip: **Mutable**. Whenever a chip enters a tile containing this chip, the Active chip is removed from the map and placed on top of the other Corruption Chip. Continue its movement in the same direction it was originally moving until movement is stopped. Corruption Chips act as 'Portals' in this puzzle.

Green Shield Chip: **Mutable/Shovable**. This chip cannot be moved through.

Heart Chip: **Mutable/Stackable.**

Shield Chip: **Impassable**.

Guard Bust Chips: **Impassable**.

Campaign 4

Shield and Dagger
Location: Node 13
Victory Condition: Remove all **Fear Chips** from the Snow Field in 26 turns or less.
Map: Snow Field
Chips Needed: 3 Fear Chips, 3 Strengthen Chips, 3 Bolster Chips, 8 Black Shield Chips, Pavel Bust Chip, and Yana Bust Chip.

Key:

Fear Chip: **Fatal**. If a Guard Bust Chip would enter a tile occupied by this chip without a Strengthen or Bolster Chip, the puzzle is failed.

Strengthen & Bolster Chip: **Mutable/Stackable**. If a Guard Bust Chip moves into a tile with either chip, the Guard Bust Chip is Stacked on top of the Chip and both chips continue to move until movement is stopped. If a Strengthen Chip would enter a tile occupied by a Fear Chip both are removed from the puzzle, and the Guard Bust Chip would continue to move until movement is stopped. If a Bolster Chip would enter a tile occupied by a Fear Chip the Bolster Chip is removed from the puzzle, and the Guard Bust Chip would continue to move until movement is stopped.

Shield Chip: **Impassable**.

Guard Bust Chips: **Impassable**.

Silny: Rynok Square

Health Potion

Buy	Sell
5	2

Effect

Heal 5 ♥.

Tent

Buy	Sell
20	10

Effect

Create a checkpoint at current node, heal both Guards by 10 ♥, and refresh all ⬢.

Metal Fragments

Buy	Sell
N/A	5

Effect

Used in crafting.

Feathers

Buy	Sell
60	30

Effect

Used in crafting.

Wolf Pelt

Buy	Sell
8	4

Effect

Used in crafting.

Bear Pelt

Buy	Sell
16	8

Effect

Used in crafting.

Strofa: Blacksmith

Strofa: Blacksmith

Bear Tunic

Materials	Qty.
Bear Pelt	2
Reinforced Tunic	1

Craft	Sell
35	20

Bonuses

Tunic of the Wild

Materials	Qty.
Bear Pelt	2
Claw	4
Rough Leather	2
Scales	1

Craft	Sell
60	30

Bonuses

Volkrok Tunic

Materials	Qty.
Claw	4
Rough Leather	4

Craft	Sell
48	24

Bonuses

Smoke Bomb

Materials	Qty.
Iron Ore	2
Metal Fragments	1

Craft	Sell
10	5

Effect

Both Guards gain 2 Evasion Chips.

Tent

Materials	Qty.
Rosewood	2
Animal Hide	1

Craft	Sell
15	7

Effect

Create a checkpoint at current node, heal both Guards by 10 ♥, and refresh all ⬚.

Expanded Satchel

Materials	Qty.
Rough Leather	4

Craft	Sell
10	5

Bonuses

Equip to satchel slot. Store up to 5 cards underneath this card.

Strofa: Blacksmith

Sword of Truth

Materials	Qty.
Iron Ore	4
Metal Fragments	3
Rosewood	2

Craft	Sell
30	15

Bonuses

Partisan

Materials	Qty.
Ash	4
Horn	2
Silver Ore	2

Craft	Sell
44	22

Bonuses

Hunter's Pride

Materials	Qty.
Agate Ore	2
Gold Ore	4
Scales	4

Craft	Sell
56	28

Bonuses

Golden Mallet

Materials	Qty.
Agate Ore	2
Carapace	2
Dogwood	4
Gold Ore	4

Craft	Sell
60	30

Bonuses

Feathered Mantle

Materials	Qty.
Feathers	4
Rough Leather	2

Craft	Sell
30	15

Bonuses

While equipped, add 1 purple 7 to Guard's bag.

Goat Skull Mask

Materials	Qty.
Rough Leather	1

Craft	Sell
15	10

Bonuses

Once per turn, you may redraw 1 drawn chip.

Strofa: The Volkrok

Stay at The Volkrok for:

25 Sil

Bounty Quests:

Campaign 1

Beasts of the Field
Location: Node 44
Targets:
- Clayhorn (I)
- Plains Strider (III)

All enemies have +2 ATK, and +10 HP above base stats.

Reward:
2x Bottled Courage (Item)
2x Purifying Seed (Item)

Something In The Water
Location: Node 89
Targets:
- Volkrok (I)
- Flesh Eating Fish (III)
- Flesh Eating Fish (IV)

This battle is an Ambush, and all enemies have +1 ATK above base stats.

Reward:
30 Sil
2x Falmundian Rosehips (Item)
1x Adamant (Speaking Stone)

Campaign 2

Got My Eye on You
Location: Node 26
Targets:
- Seer Acolyte (I)
- Eye of Uvidet (III)

This battle is an Ambush, and all enemies have +1 DEF above base stats.

Reward:
2x Ruinous Seed
2x Aged Drink

Corrupted Swarm
Location: Node 2
Targets:
- Corrupted Soldier (I) (II)
- Tenebris Strider (III)
- Tenebris Hunter (IV)

All enemies have +3 ATK above base stats.

Reward:
70 Sil
1x Ancient Roots (Speaking Stone)

Strofa: The Volkrok

Bounty Quests:

Campaign 3

I Used to Be an Adventurer Like You
Location: Node 31
Targets:
- Falmund Scout (I)
- Brigand Archer (III) (IV)

All enemies have +2 ATK, and +2 AP above base stats.

Reward:
30 Sil
1x Silver Bow (Weapon)

The Executioner
Location: Strofa: Tower of Uvidet
Targets:
- Seer Acolyte (I) (II)
- Hand of Uvidet (IV)

Hand of Uvidet has +2 ATK, +2 DEF, and +20 HP above base stats. Before battle begins add 5 Break chips to both bags.

Reward:
1x Barrier Tonic (Item)
1x Adamant (Speaking Stone)

Campaign 4

Blindsided
Location: Node 73
Targets:
- Metal Eater (I)
- Corrupted Fylakes (III)

This battle is an Ambush, and all enemies have +1 DEF above base stats.

Reward:
2x Ruinous Seed (Item)

Twin Horns
Location: Node 90
Targets:
- Tenebris Clayhorn (I) (II)

All enemies have +3 ATK, and +2 AP above base stats.

Reward:
2x Midnight Hydrangea (Item)
1x Garnet (Speaking Stone)

Strofa: The Volkrok

Puzzle Quests:

Campaign 1

Watch Your Step!
Location: Ice Caves: Frozen Lake
Victory Condition: Remove all **Stacked Fear Chips** (2) from the Frozen Lake in 30 turns or less.
Map: Frozen Lake
Chips Needed: 5 Freeze Chips, 2 Fear Chips, 2 Strengthen Chips, 6 Shield Chips, Grigory Bust Chip, and Alek Bust Chip.

Key:

Freeze Chip: **Mutable**. If a Guard Bust Chip moves off of this tile, it is replaced with a Fear Chip (Fatal). If a Freeze Chip has a Fear Chip already underneath it, it will instead flip over revealing the hidden enemy (Fear Chip). Once the Fear Chip has been removed, the Freeze Chip is replaced with another Fear Chip.

Fear Chip: **Fatal.** If a Guard Bust Chip would enter a tile occupied by this chip, the puzzle is failed.

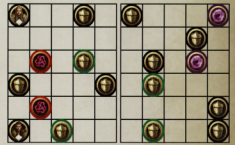
Strengthen Chip: **Mutable/Stackable**. If a Strengthen Chip would enter a tile occupied by a Fear Chip **that is on top of a Freeze Chip**, both are removed from the puzzle, and the Guard Bust Chip would continue to move until movement is stopped.

Shield Chip: **Impassable**.

Guard Bust Chips: **Impassable**.

Campaign 2

Frozen Temple
Location: Frozen Wastes: Skryvat Temple
Victory Condition: Remove all **Corruption Chips** from the Temple in 24 turns or less.
Map: Temple
Chips Needed: 2 Corruption Chips, 2 Seal Chips, 4 Green Shield Chips, 8 Shield Chips, Catherine Bust Chip, and Yury Bust Chip.



Key:

Corruption Chip: **Mutable/Fatal**. If a Guard Bust Chip would enter a tile occupied by this chip, the puzzle is failed.

Seal Chip: **Shovable**. If a Seal Chip would enter a tile occupied by a Corruption Chip both are removed from the puzzle.

Green Shield Chip: **Mutable/Shovable.** This chip cannot be moved through. Green Shield Chips can be Activated/Shoved by Guard Bust Chips and Seal Chips.

Shield Chip: **Impassable**.

Guard Bust Chips: **Impassable**.

Strofa: The Volkrok

Puzzle Quests:

Campaign 3
Victim of the Cold
Location: Node 26
Victory Condition: Obtain the medicine (**Heart Chip**), and have the Guard Bust Chip with Stacked Heart Chip end turn on Fear Chip in 22 turns or less.
Map: Deep Forest
Chips Needed: 3 Stun Chips, 1 Heart Chip, 10 Shield Chips, 2 Green Shield Chips, Kharzin Bust Chip, and Vera Bust Chip.

Key:

Stun Chip: **Mutable**. If a Guard Bust Chip enters a tile occupied by this chip, the Guard Bust Chip stops its movement and the Stun Chip is removed from the puzzle. Shield Chips are then added to the puzzle and 'shoot' in every cardinal direction until their movement is stopped by any chip. Shield Chips do not 'shoot' in a direction already occupied by a chip, including the direction from which the Guard Bust Chip moved into the tile.

Heart Chip: **Mutable/Stackable**. If a Guard Bust Chip moves into a tile with this chip, the Guard Bust Chip is Stacked on top of the Heart Chip and both chips continue to move until movement is stopped.

Shield Chips: **Impassable**.

Guard Bust Chips: **Impassable**.

Campaign 4

Well of Corruption
Location: Node 46
Victory Condition: Remove all **Corruption Chips** from the Temple in 29 turns or less.
Map: Temple
Chips Needed: 5 Corruption Chips, 5 Seal Chips, 10 Shield Chips, Pavel Bust Chip, and Yana Bust Chip.

Key:

Corruption Chip: **Mutable/Fatal**. If a Guard Bust Chip would enter a tile occupied by this chip, the puzzle is failed.

Seal Chip: **Shovable**. If a Seal Chip would enter a tile occupied by a Corruption Chip both are removed from the puzzle.

Shield Chip: **Impassable**.

Guard Bust Chips: **Impassable**.

Strofa: Sdelka Square

Health Potion

Buy	Sell
10	5

Effect

Heal 5 ♥.

Tent

Buy	Sell
30	15

Effect

Create a checkpoint at current node, heal both Guards by 10 ♥, and refresh all ⬢.

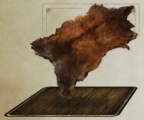
Wolf Pelt

Buy	Sell
16	8

Effect

Used in crafting.

Animal Hide



Buy	Sell
16	8

Effect

Used in crafting.

Rough Leather

Buy	Sell
16	8

Effect

Used in crafting.

Claw

Buy	Sell
16	8

Effect

Used in crafting.

Vouno: Blacksmith

Strofa: Sdelka Square

Health Potion

Buy	Sell
10	5

Effect

Heal 5 ♥.

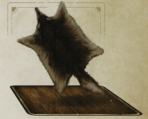
Tent

Buy	Sell
30	15	15

Effect

Create a checkpoint at current node, heal both Guards by 10 ♥, and refresh all 🛡.

Wolf Pelt

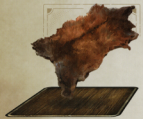


Buy	Sell
16	8	8

Effect

Used in crafting.

Animal Hide



Buy	Sell
16	8	8

Effect

Used in crafting.

Rough Leather

Buy	Sell
16	8	8

Effect

Used in crafting.

Claw

Buy	Sell
16	8	8

Effect

Used in crafting.

Vouno: Blacksmith

Vouno: Blacksmith

Drakondor Armor

Materials	Qty. (2)
Agate Ore	4 2
Carapace	2 1
Claws	4 2
Feathers	4 2
Rough Leather	2 1
Craft	**Sell**
68	34

Bonuses

Guard's Armor

Materials	Qty. (2)
Animal Hide	2 1
Gold Ore	2 1
Horned Cuirass	1 1
Scales	2 1
Craft	**Sell**
56	28

Bonuses

Hero's Armor

Materials	Qty. (2)
Agate Ore	2 1
Crystal Ore	2 1
Guard's Tunic	1 1
Tenebris Shards	2 1
Craft	**Sell**
80	40

Bonuses

Vouno: Blacksmith

Silver Hammer

Materials	Qty. (2)
Iron Hammer	1 1
Rosewood	2 1
Silver Ore	4 2
Craft	**Sell**
18	9

Bonuses

Silver Flame

Materials	Qty. (2)
Autumn Blaze	2 1
Horn	2 1
Silver Ore	4 2
Craft	**Sell**
36	18

Bonuses

Silver Bow

Materials	Qty. (2)
Autumn Blaze	2 1
Dogwood	1 1
Horn	2 1
Silver Ore	4 2
Craft	**Sell**
40	20

Bonuses

Swift Gale

Materials	Qty. (2)
Agate Ore	4 2
Carapace	2 1
Dogwood	4 2
Craft	**Sell**
48	24

Bonuses

Forteller's Staff

Materials	Qty. (2)
Dogwood	4 2
Garnet	1 0
Tenebris Shards	4 2
Craft	**Sell**
56	28

Bonuses

Carapace Helmet

Materials	Qty. (2)
Agate Ore	2 1
Carapace	1 1
Craft	**Sell**
28	14

Bonuses

Immune to , and may not be exhausted by enemies.

Vouno: Vrachos Inn

Stay at the Vrachos Inn for:

20 Sil

Bounty Quests:

Campaign 1

Grin and Bear It
Location: Node 28
Targets:
- Disruptor (I)
- Mountain Bear (III)

All enemies have +2 ATK above base stats.

Reward:
1x Bear Tunic (Armor)
1x Tent (Item)

Escaped Experiment
Location: Node 6
Targets:
- Tenebris Hunter (I)

All enemies have +3 ATK, +3 DEF, and +24 HP above base stats.

Reward:
50 Sil
1x Natural Remedies Vol. 3 (Item)

Campaign 2

Creatures of the Forest
Location: Node 45
Targets:
- Timber Wolf (I)
- Mountain Bear (II)
- Drakondor (III)

All enemies have +1 ATK, and +1 DEF above base stats.

Reward:
3x Coastal Bluecaps

Unbreakable
Location: Node 2
Targets:
- Tenebris Guard (I) (II)

All enemies have +2 ATK, +2 DEF, and +2 AP above base stats.

Reward:
2x Barrier Tonic
1x Garnet (Speaking Stone)

Vouno: Vrachos Inn

Bounty Quests:

Campaign 3

Skilled Thieves
Location: Node 64
Targets:
- Brigand Marauder (I) (II)
- Corrupted Brigand (III)

All enemies have +2 ATK, and +2 AP above base stats.

Reward:
2x Bottled Courage (Item)
1x Garnet (Speaking Stone)

Pack of Striders
Location: Node 61
Targets:
- Plains Strider (I)
- Tenebris Strider (III)

Plains Strider has +2 DEF, and +10 HP over base stats. Tenebris Strider has +1 DEF and +10 HP over base stats.

Reward:
2x Smoke Bomb (Item)
1x Obsidian (Speaking Stone)

Campaign 4

Outsiders
Location: Node 18
Targets:
- Tumani Hunter (I) (II)
- Tumani Mender (III)
- Waste Nomad (IV)

All enemies have +2 AP, and +10 HP above base stats.

Reward:
2x Ruinous Seed (Item)

King of Beasts
Location: Node 6
Targets:
- Waste Prowler (I)

All enemies have +3 ATK, and +2 DEF above base stats.

Reward:
1x Spicy Stew (Item)
1x Jade (Speaking Stone)

Vouno: Town Square

Health Potion

Buy	Sell
10	5

Effect

Heal 5

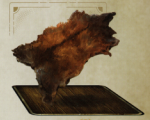
Bone Fragments

Buy	Sell
8	4

Effect

Used in crafting.

Animal Hide



Buy	Sell
16	8

Effect

Used in crafting.

Bear Pelt

Buy	Sell
16	8

Effect

Used in crafting.

Horn

Buy	Sell
N/A	8

Effect

Used in crafting.

Spines

Buy	Sell
N/A	8

Effect

Used in crafting.

Harvesting Locations

Pine

Nodes
98,17,86

Rosewood

Nodes
86

Ash

Nodes
45

Autumn Blaze

Nodes
71

Dogwood

Nodes
25

Cedar

Nodes
41

Cherry

Nodes
71

Ancient Oak

Nodes
17

Mining Locations

Iron	Silver	Gold	Agate
Nodes	**Nodes**	**Nodes**	**Nodes**
88,15	24,34	29	2

Crystal	Diamond
Nodes	**Nodes**
Ice Caves: Crystal Vein	Frozen Wastes: Diamond Vein